Terrain Effects Chart

Name	Terrain Depiction	Combat Effects	Leg Other	Leg Storm	Light Infantry Other	Light Infantry Storm	Motorized Other	Motorized Storm	Mechanized Other	Mechanized Storm
Flat		Att: Armor x2 (vs. non-Arm/Mech) Att: Mech x 1½ (vs non-Arm/Mech)	1	1	1	1	1	2	1	2
Flat Woods		None	2	2	1	1	2	3	2	3
Rough		Att: Armor x2 (vs. non-Arm/Mech) Att: Mech x 1½ (vs non-Arm/Mech) Both: Lt Inf +/–1	2	3	2	2	3	5	3	4
Rough Woods		Both: Lt Inf +/–1	2	3	2	2	3	5	4	5
Highlands No Airmobile w/o road No Paradrop		Att: Armor & Mech x ½ Both: Lt./Mt. Inf +/–1	3 (Mt Inf 2)	4 (Mt Inf 3)	2	3	4	6	6	8
Highland Woods No Airmobile w/o road No Paradrop		Att: Armor & Mech x ½ Both: Lt./Mt. Inf +/–1	3 (Mt Inf 2)	4 (Mt Inf 3)	2	3	6	6	8	8
Marsh (Rice Paddies)		Att: Armor & Mech x ½ Both: Lt Inf +/–1	3	**P**	2	4	6	**P**	8	**P**
Mountain No Airmobile w/o road No Paradrop		Att: Armor & Mech x ½ Both: Lt./Mt. Inf +/–1 Armor/Mech no attack w/o road	4 (Mt Inf 2)	4 (Mt Inf 3)	3	4	**Prohibited** Movement allowed only along a road			
High Mountain No Airmobile No Paradrop		Att: Armor & Mech x ½ Both: Mt. Inf +/–1 No attack w/o road	**Prohibited** Movement allowed only along a road							
Secondary Road		Other terrain	1	1	1	1	1	1	1	1
Primary Road		Other terrain	½	1	½	1	½	1	½	1
Highway		Other terrain	½	1	½	1	⅓	½	⅓	½
Minor River Hexside, Canal, Ferry		Att: Each unit is x½ Def: May not retreat across unbridged hexside	+1		+1		+2		+2	
Major River Hexside		Att: Each unit is x½; only across bridged hexside Def: May not retreat across unbridged hexside	**Prohibited** (movement across only with Bridge) [NWIP]							
All-water hexside		N/A	**Prohibited**							
Fortification		Def: 2 column shifts left (if never been captured) No Armor/Mech bonus	Enemy controlled: Other terrain (no road movement through enemy Fortification) Friendly controlled: Other terrain							
Enemy ZOC	N/A	N/A	+1							
Factory		Def: 1 column shift left Ignore retreat results	+1		+1		+2			
Tunnel		–2 DRM for Interdiction Strikes	Other terrain; treat as Road if using the road							
Town		Def: +1 DRM	Other terrain							
Airfield		Def: +1 DRM	Other terrain							
Chem, Nuke Site No Airmobile; no Paradrop		Def: +1 DRM	Other terrain							
City, Port/Airbase No Airmobile; no Paradrop		Def: City 2 column shifts left; Port/Airbase: +1 DRM	Other terrain							
Urban No Airmobile; no Paradrop		Both: Lt Inf +/–1 Def: Leg & Lt Inf x2	Urban to Urban: Treat as Primary Road Other to Urban: Treat as appropriate Road when connected by Road, otherwise 1							